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Nintendo

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OFFICIAL LICENSED PRODUCT NBA

SNSP-NB-AUS

NBA ALL-STAR CHALLENGE

INSTRUCTION BOOKLET

SUPER NINTENDO™ ENTERTAINMENT SYSTEM

PAL VERSION

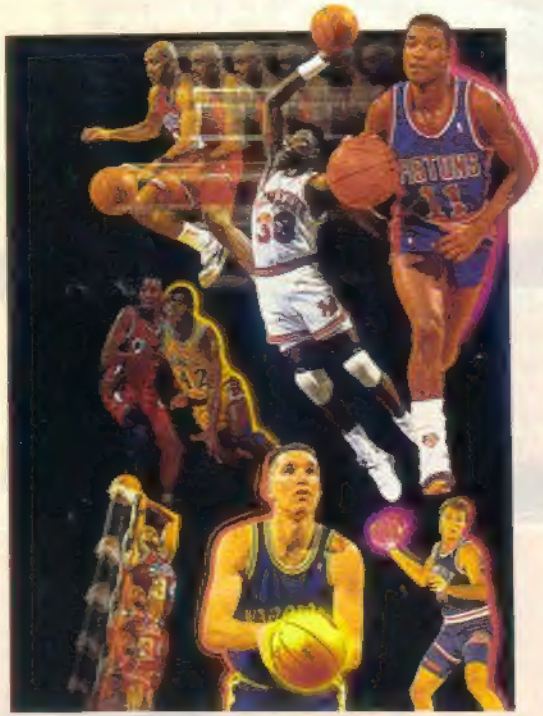
ljn LTD.®

LOADING

1. Make sure the power switch is OFF.

2. Insert the NBA® ALL STAR CHALLENGE™ Game Pak as described in your SUPER NINTENDO ENTERTAINMENT SYSTEM™ manual.

3. Turn the power switch ON.



TAKE IT TO THE HOOP...

Are you ready to play with the best of the NBA? Think you can outshoot Bird? Out rebound Robinson? Out juke Jordan? Here's your chance.

Pick from the premier players in the NBA. All the current greats are here. Drexler, Malone, Ewing, Mullin, Thomas...one representative from each NBA team. It's truly the best of the best...and you can either control them or challenge them. The choice is yours. You've got the greatest basketball talent in the world at your fingertips. Go for it!

Super NES NBA All-Star Challenge gives you the option of playing five different games:

- **One-on-One**
- **Free Throw Competition**
- **3 Point Shootout**
- **H.O.R.S.E.**
- **One-on-One Tournament**

NOTE: Whether you play against the computer or against an opponent, the game play is very similar. Because of this, all descriptions and directions in this instruction manual, unless otherwise noted, will be for the One Player version. Any specific differences will be covered under "Two Player Game".

ONE-ON-ONE

This is a very intense, fast paced "in your face" challenge. It is played on a half court with fouls, but no free throws. Just like you would play at the playground, but this time you've got a couple of thousand people watching you. Don't worry about them...as long as you make your shots and keep the contest close, they won't get ugly. Drive to the rim or look for that clear outside shot. Mix up the play and don't ever give up. In this game a lot has to do with how the ball bounces. Stay alert and keep moving and it just might bounce in your favor.

FREE-THROWS

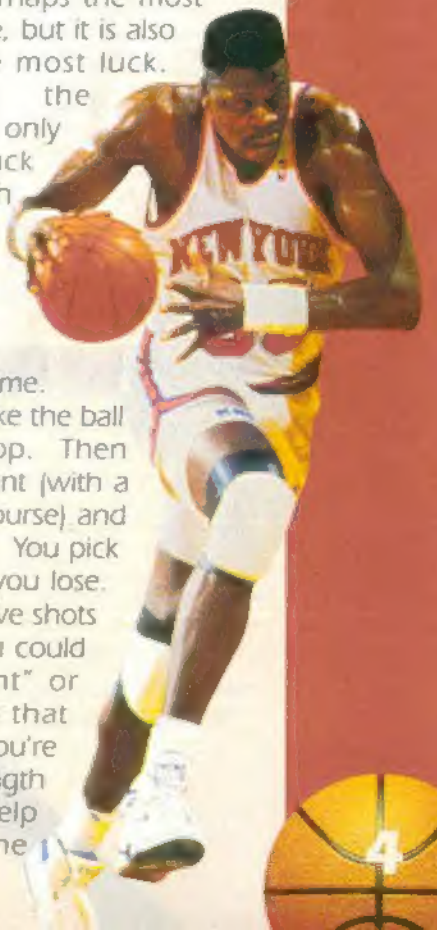
Let's see if you have got "the touch". It looks like one of the easiest shots in basketball, but the free throw has always been able to make the world's biggest pros look like nothing but second class amateurs. It's just you, the ball and the basket. What could be so tough?

3 POINT SHOOTOUT

The "long range bombs"; the ultimate "outside shot". Practice as much as you like, but some players never quite seem to get the "hang" of this shot. Not only is it perhaps the most demanding shot in the game, but it is also the one that requires the most luck. Getting the ball in the neighborhood of the rim is only half the battle. A little luck usually helps you catch nothing but net...SWISH.

HORSE

The old classic school yard game. Same rules as always. Just take the ball and put it through the hoop. Then hand it over to your opponent (with a little smile on your face, of course) and see if he or she can match it. You pick up one letter for each point you lose. Be the first to miss a total of five shots and you're the big loser. You could demand to play "Elephant" or perhaps "Rhinoceros", but that probably wouldn't help. If you're good, you're good. The length of the word won't really help you...it could just make the suffering last longer.



SELECT GAME

ONE-ON-ONE TOURNAMENT

This is the big one. Set up the draw the way you want it. Create all of those "classic match-ups" that you thought would never happen, but always hoped would. Bird vs. Malone, Ewing vs. Robinson, Jordan vs. anybody. It's single elimination time! Lose just once and you get to pack your bags and go home...better luck next time. (If there is a next time.)

* USE the UP or DOWN ARROWS on the CONTROL PAD to select one of the five modes of play.

* Press SELECT or START when you are ready to make your choice.

When selection is complete, you will automatically move to the GAME SCREEN for the specific game you choose. Each of these GAME SCREENS contain options pertaining to the way you would like to play:

ONE-ON-ONE

ONE-ON-ONE/OPTIONS

Play to: You get the option to choose between playing to a certain number of points or playing for a specific amount of time. Use the LEFT or RIGHT ARROW to choose between "Time" or "Points". After you make your choice, you will see that "Time" asks you to choose the "Time Limit". Press DOWN on the CONTROLLER until you get to "Time Limit" and then press LEFT or RIGHT to choose between 2:00, 5:00, 8:00 or 12:00.

Press the UP or DOWN ARROW to go to "Skill" Level: Here you also have three choices. Use the LEFT and RIGHT ARROWS to scroll between 1 (EASY), 2 (MEDIUM) or 3 (HARD).

Press the DOWN ARROW to go to "Winners Out":Use the LEFT and RIGHT ARROWS to move between "Yes" and "No". This allows you to choose whether the player who made the basket will take the ball out or if the other player will. "Yes" means the player who made the basket will keep possession. "No" means the other player will gain possession.

When you have made all your selections, press the SELECT or START BUTTON to go to the "Select Players" screen.

JR. REID

PATRICK EWING

DAVID ROBINSON

HERSHEY HAWKINS

JAMES WORTHY

DIKEMBE MUTOMBO

HAKEEM OLAJUWON

TONY CAMPBELL

KARL MALONE

ALVIN ROBERTSON

ISIAH THOMAS

DANNY MANNING

SHAWN KEMP

CLYDE DREXLER

MITCH RICHMOND

CHRIS MULLIN

MICHAEL JORDAN

BERNARD KING

REGGIE MILLER

BRAD DAUGHERTY

DOMINIQUE WILKINS

CHARLES BARKLEY

RONY SEIKALY

DERRICK COLEMAN

LARRY BIRD

DEREK HARPER

SCOTT SKILES

SELECT PLAYERS

There is a player in the game from every NBA team. Each player's photo, his team's name and logo and a selection of yearly statistics are shown. You will need to not only choose a player for yourself, but one for the computer as well.

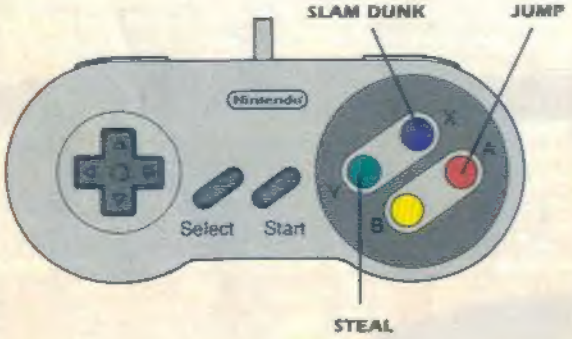
Press START to call up the list of all the NBA teams. This list is broken down according to divisions. Use the UP and DOWN ARROW to scroll through the 27 team names.

When you have made your team selection, press SELECT or START to show the PLAYER PROFILE SCREEN. After you review this screen, pressing SELECT will allow you to return to the Team List. You then have to choose your opponent. To do this, press SELECT or START to call up the team list once again. Choose just as you did last time. After you see the screen announcing the match up, press START to begin the game.

ONE-ON-ONE/PLAY

NOTE: Players are selected in the same way for all five games.

When you enter into a One-on-One game, you will see the half-court view of the screen with the #1 player in possession of the ball, with his back to you. The #2 player (or the computer player) will be facing the #1 player, ready to defend against him. Press START to activate the clock and begin the game.



OFFENSE CONTROLS

Use the UP, DOWN, LEFT or RIGHT ARROWS on the CONTROL PAD to move your player around the court.

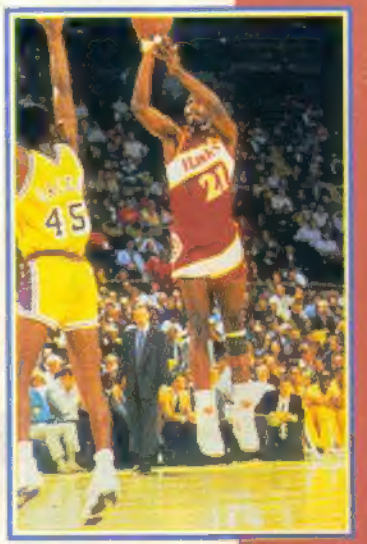
Press the A BUTTON to jump.

Press the A BUTTON again (WHILE STILL IN THE AIR) to shoot. If your player lands back down on the court without getting off a shot, you will be called for traveling.

To slam dunk, press the X BUTTON to jump and then press the X BUTTON again, to shoot(while still in the air).

Slam dunks may be executed at different distances from the basket according to each individual player's ability.

NOTE: The higher you are in your jump when you release the ball...the farther your shot will go.



DEFENSE CONTROLS

Use the UP, DOWN, LEFT, or RIGHT ARROWS on the CONTROL PAD to move your player around the court.

Press the A BUTTON to jump and block an opponent's shot

Press the Y BUTTON to grab and steal the ball from your opponent

VIOLATIONS

The following violations will be called during the course of a normal game:

- Charging
- Blocking
- Traveling
- Didn't Clear The Ball
- Shot Clock Violation

You can be called for a violation and be forced to give up possession of the ball just like in a real game. Be aggressive, but don't overdo it. You might not see him on the screen, but the referee is watching closely.

FREE THROWS

FREE THROWS/OPTIONS

Press the LEFT or RIGHT ARROWS on the CONTROL PAD to select between 5, 10, 20, or 30 free throw attempts.

Press the START BUTTON to access the Player Selection screens. SELECT PLAYERS the same way you did in the One-on-One game.

FREE THROWS/ PLAY

When you enter the Free Throw game screen, you will see your player in position at the foul line ready to start shooting. There will be a white cursor floating around in the vicinity of the basket. By using the UP, DOWN, LEFT and RIGHT ARROWS on the CONTROL PAD, you must try to center that cursor directly above the basket. The cursor will be moving as if it has a mind of its own. You will find yourself "fighting against" its movements in order to get it to move into the position you want it to take.

Press the A BUTTON to shoot when you are ready.

3 POINT SHOOTOUT

3 POINT SHOOTOUT/OPTIONS

Press the LEFT and RIGHT ARROWS on the CONTROL PAD to choose between "Contest" and "Warm-up".

Warm-up - you will have five shoots from five different locations around the 3 point rim. There is no time limit and no opponent. Each brown ball is worth 1 point and each red, white and blue ball is worth 2 points.

Contest - you will have five shoots from five different locations around the 3 point rim. There is a 1 minute time limit after which your opponent will have a chance to shoot. Each brown ball is worth 1 point and each red, white and blue ball is worth 2 points.

Press the START BUTTON to access the Team List and the Player Selection screens. Select players just as you did in One-on-One. Remember, if you chose "Contest", you will have to select a player for yourself and the computer as well.

3 POINT SHOOTOUT/PLAY

Press the A BUTTON to jump, press "A" again to shoot.

Your scoreboard will keep track of how many baskets you have made and how much time you have left. Don't take too much time or you won't be able to get all 25 shots off. But on the other hand, don't rush through it too quickly either. You've got to concentrate and establish a "rhythm". Get the "feel".

HORSE OPTIONS

There are no real options in the game of HORSE. All you do is take a shot from anywhere on the court. If you make it, then your opponent has to make the exact same shot. If he/she misses the shot, they get an "H". If you miss your shot, there are no letters given out, but instead, your opponent gets to take a shot. If they make it, then you are forced to make the exact same shot or you will be given a letter. The first person to spell HORSE loses.

NOTE: If a shot has been made, the next player will be able to determine where they must shoot from by looking at the "X" marked on the floor.

This is a two player contest. Choose your players the same as in One-on-One.

HORSE/PLAY

Use the UP, DOWN, LEFT and RIGHT ARROWS on the CONTROL PAD to move around the court and determine where you will take your shot from.

Press the A BUTTON to jump and then the A BUTTON again to shoot.

The opponent now uses the same buttons to move around the court. An "X" shows the exact spot the lead player has shot from. The opponent must shoot from this spot. If he/she misses, an "H" or other letter is put on the scoreboard under his/her player's name. If your opponent makes the shot, then play continues with you selecting another shot to take.

ONE-ON-ONE TOURNAMENT

NOTE: This tournament can only be played in the 1 player mode. 2 players can not compete against each other in this tournament.

TOURNAMENT/OPTIONS

You are offered the same options as you are for regular One-on-One play.

Play to:
Skill level:
Winner outs:
Time Limit or Points:

Please refer back to the One-on-One section of this manual to review how to set these options.

TOURNAMENT PLAYER SELECTION

You select your players just as you had done in the regular One-on-One game. The only difference this time is that you are now asked to select 4 players and 4 opponents.

After you complete your player selections Press START to see the "Draw Screen". This is the screen that shows you the lineup for the tournament. You will notice that your 4 players have been paired against the 4 opponent players...in order of their selection. The order of play has been designated and can be seen on the right hand side of the screen.

Press START to see the Introduction Screen for the first game.

Press START again to see the players in position on the court, ready for action.

Press START one last time to begin the contest.

TOURNAMENT/PLAY

In the first round of the draw, you will play 4 games. The winners of each game will be announced. After the first round of the tournament is complete, you will move into the second round.

You will now see the 4 remaining players paired against each other on the Draw Screen.

The second round of the tournament is very similar to the first round with the one exception that there are now only 2 games played. The winners of each of these two

games will be announced and then you will see the Draw Screen for the final round. The championship round.

You will now play 1 game for the championship.

NOTE: The entire Single Elimination Tournament will be 7 games long. You can play a few tournaments and have the winners of those tournaments compete against each other in a Grand Tournament to determine the Ultimate NBA All-Star Challenge Champion.

TWO PLAYER VERSION GAMES

Playing against another person instead of the computer is the same for most of the games, except for the following few exceptions:

FREE THROWS and HORSE

You and your opponent will alternate shots in this version. Only one of you will have possession of the ball at a time, but the ball will automatically be passed to the other player after each shot.

PLAYER ARTIFICIAL INTELLIGENCE

NBA All-Star Challenge allows you the opportunity to play as some of the biggest and best stars in the game of basketball today. The statistics are actual NBA stats and the players "Artificial Intelligence" has been tuned so that their stats effect their performance. If you have a player with a high 3 point percentage, then he is going to make more 3 point shots (on an average) than someone with a low 3 point percentage.

The points per game (PPG) and the Free Throw percentages will effect the over-all scoring ability of the players, but on a more general level. Keep in mind though, that this "Artificial

Intelligence" relates to the NBA players when they are being controlled by the computer. As soon as a game player takes over controls, the NBA players perform as well as the game player allows them to.

Take off your warm up suit. The action is about to start...and it will get pretty "hot and heavy" real soon.

Whenever you get this kind of a grouping of Superstars and have them compete against each other, there's no telling what the result will be. The only thing you can be sure of is that the action will be some of the best you have ever seen...or ever will see. Take the NBA All-Star Challenge. Carve out a place for yourself alongside your heroes of the hoop.

REMATCH

To have a rematch in One-On-One, Three Point Throw and H.O.R.S.E., select Rematch and press the LEFT or RIGHT CONTROL PAD ARROW to select YES. Then press SELECT or START to begin a new match.

WARRANTY

In the event of a defect in materials or workmanship being detected in this product, Playcorp Pty. Ltd. ("Playcorp") warrants to the original purchaser to repair or replace the product (at the discretion of Playcorp) at no cost to the purchaser, provided it is returned to one of our offices or agents.

This warranty does not apply where the product has been damaged after sale to the original purchaser by incorrect or unreasonable use, negligence, modification or by damage not related to defects in materials or workmanship.

This product is sold subject to all warranties implied pursuant to the provisions of the Trade Practices Act 1974 (Commonwealth).

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